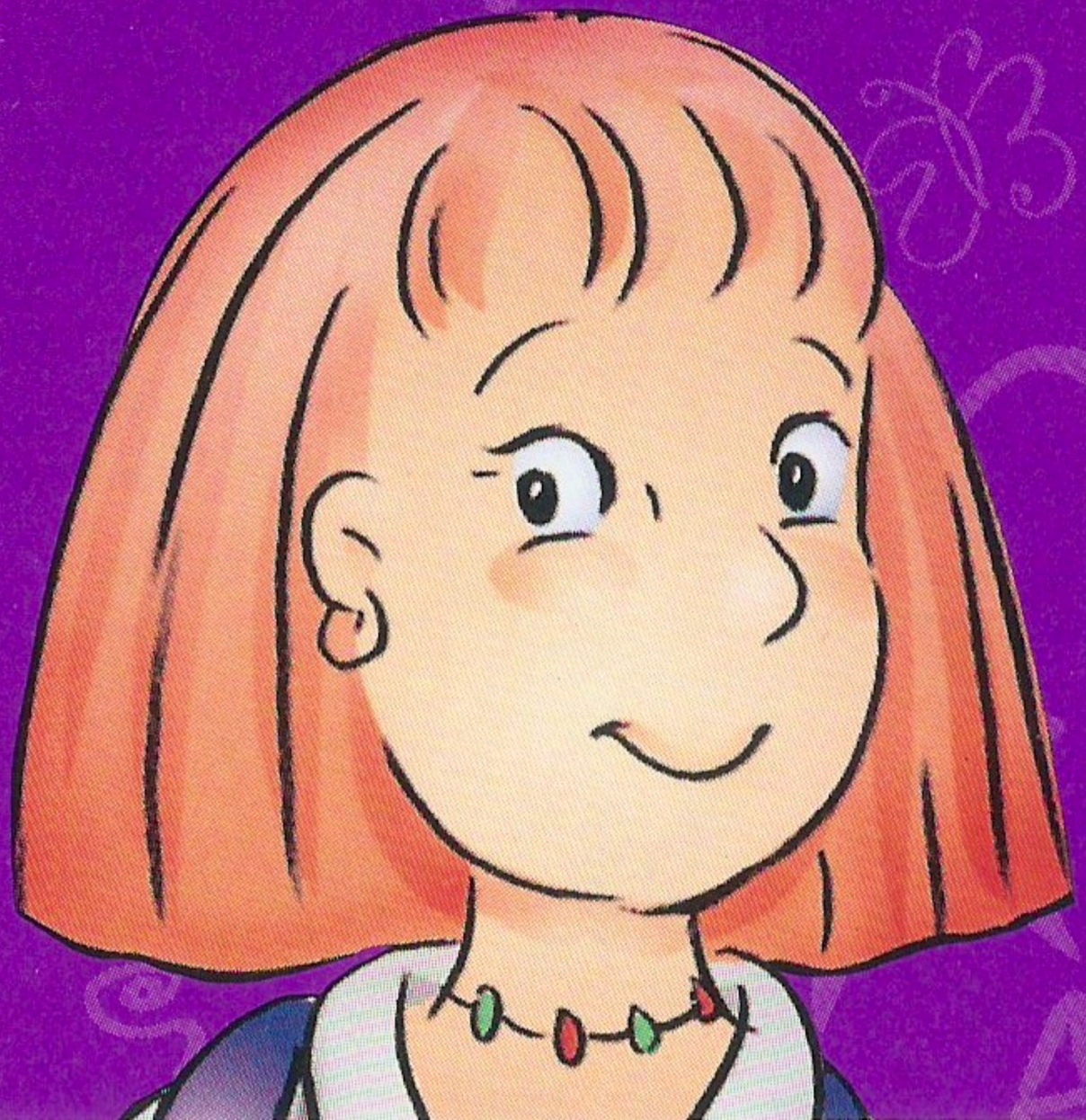
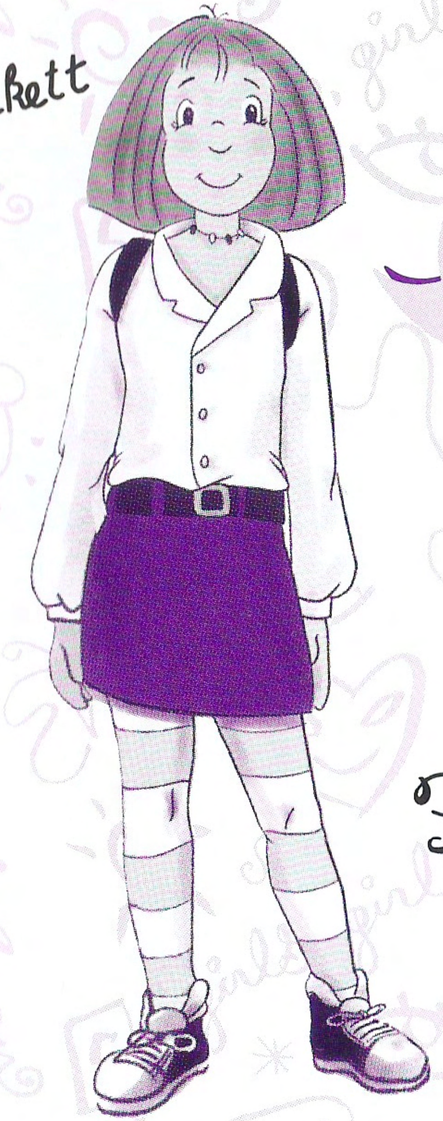
Purple Moon™

Rocketts New School™

Adventure Guide



Rockett



Hi! I'm Rockett, new girl at school! Are you ready to join me as I venture into my first day of 8th grade – in a totally new school? Okay then, let's go!

Friendship Adventures for Girls

Steps to Your Adventure

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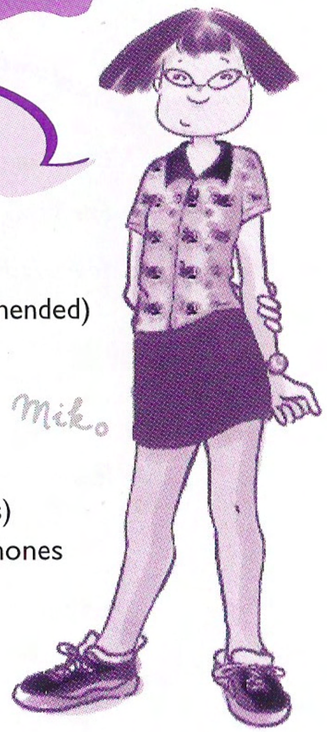
WHISTLING PINES Jr. High

Getting Started – Windows



Windows System Requirements

- IBM®-PC or compatible, 486DX/66 MHz or faster (Pentium recommended)
- Windows 95 or Windows 3.1
- 8 MB RAM or more (5 MB available)
- Hard disk with 10 MB or more of free disk space
- Double-speed (2x) or faster CD-ROM drive
- SVGA monitor and graphics card (640x480 or better, 256 colors)
- 16-bit Windows-compatible sound card with speakers or headphones
- Mouse

Windows 95 Installation

1. Insert the *Rockett's New School* CD into your CD-ROM drive.
2. If the AutoPlay feature on your computer is enabled, installation of the program will begin automatically; just follow the onscreen instructions. Otherwise, continue with the steps below.
3. On your desktop, double-click on the icon for My Computer (or your computer's icon).
4. Double-click on the CD icon.
5. Double-click on the SETUP icon and follow the onscreen instructions.
6. When the installation is complete, you may be asked to restart your computer. After doing that, you're ready to start your adventure.

Windows 3.1 Installation

1. Insert the *Rockett's New School* CD into your CD-ROM drive.
2. Open the File menu of Program Manager and choose Run.
3. Type **D:\setup.exe** (or replace **D** with the letter for your CD-ROM drive) in the Command Line box.
4. Press Enter to begin the installation process, and follow the onscreen instructions.
5. When the installation is complete, you're ready to start the program.

Starting the Adventure

1. In **Windows 95**, if the AutoPlay feature on your computer is enabled, the adventure begins automatically when you insert the CD into your CD-ROM drive. Otherwise, in the Start menu, select Programs, select Purple Moon, and select *Rockett's New School*. Then click on the *Rockett's New School* icon to start the adventure.

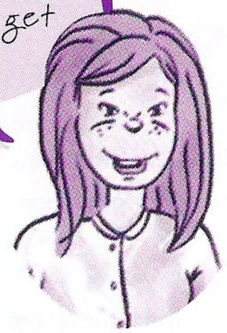
   In the **Windows 3.1** Program Manager, double-click on the Purple Moon program group, and double-click on the *Rockett's New School* folder to open it. Then double-click on the *Rockett's New School* icon to start the adventure.
2. If you've never played before, type in your name on the first screen, click on OK, and then click on New Adventure on the next screen. Once you've played (and saved) an adventure, you can return to it at any time by clicking on Select Adventure.

The ReadMe File

Browse the ReadMe file for more tips and troubleshooting information on running *Rockett's New School*.

- In the **Windows 95** Start menu, select Programs, select Purple Moon, and select *Rockett's New School*. Then click on the ReadMe icon.
- In **Windows 3.1**, open the File menu of Program Manager. Choose Run. Type **D:\readme.txt** (or replace **D** with the letter for your CD-ROM drive) and press Enter.

Getting Started – Macintosh



Macintosh System Requirements

- Macintosh 68040/33 MHz or faster
- System 7.1 or later
- 8 MB RAM or more (5 MB available)
- Hard disk with 10 MB or more of free disk space
- Double-speed (2x) or faster CD-ROM drive
- 256-color monitor
- Speakers and mouse

Macintosh Installation

1. Insert the *Rockett's New School* CD into your CD-ROM drive.
2. Double-click on the Install *Rockett's New School* icon and follow the onscreen instructions.
3. When the installation is complete, you may be asked to restart your computer.

Starting the Adventure

1. Double-click on the *Rockett's New School* folder in the Purple Moon *f* folder on your desktop. Then double-click on the *Rockett's New School* icon.
2. If you've never played before, type in your name on the first screen, click on OK, and then click on New Adventure on the next screen. Once you've played (and saved) an adventure, you can return to it at any time by clicking on Select Adventure.

The ReadMe File

Browse the ReadMe file for more tips and troubleshooting information on running *Rockett's New School*. Insert the CD into the CD-ROM drive and double-click on the ReadMe icon.

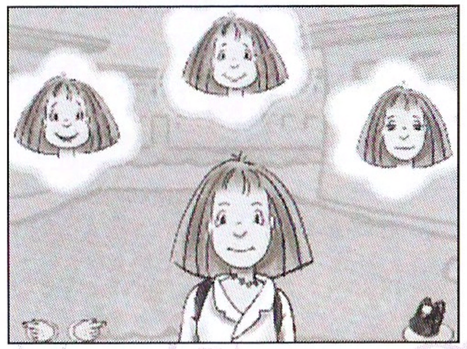
Your Adventure Begins Here

Join Rockett on Her First Day

As the story begins, Rockett is just starting her first day at Whistling Pines Junior High. That means lots of unfamiliar faces and unexpected occurrences! She needs your help deciding how to handle everything.

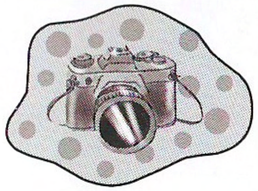
Plus, there are plenty of secrets to uncover behind the scenes. Explore Rockett's backpack, where she keeps her private diary and other personal stuff. Peek into kids' lockers and find clues to who's who and what's really going on by reading notes, letters and journal entries. You can expect to find lots of surprises and new clues all along the way!

Decide What to Do Next



Every time you get to a decision point in the story, move the mouse over Rockett's thought bubbles and listen to what she's thinking. Click on any bubble, and you're on your way to the next part of the story. How Rockett deals with every decision is totally up to you!

Watch for Rockett's Camera



When you see a camera appear in the upper left corner, that's your chance to snap a picture of the scene you're in. Click on the camera if you want to save the shot. Every picture you take will show up in Rockett's photo album. (See page 8 for more about the photo album.)

Fast Forward & Backtrack

Fast Forward

If you feel like skipping a scene and going to the next decision point, you can **fast forward** by clicking on the hand that's pointing to the right. Remember, you can only fast forward past a scene if you've already played it at least once all the way through.

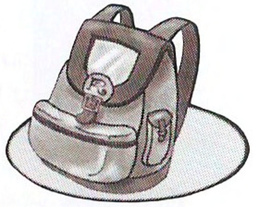
Backtrack

To **backtrack** to a previous decision point, click on the hand that's pointing to the left. When you go back to any decision point, you can still choose from any of the three thought bubbles (the last bubble you selected will be highlighted). What will Rockett do next?

Secret Alert!

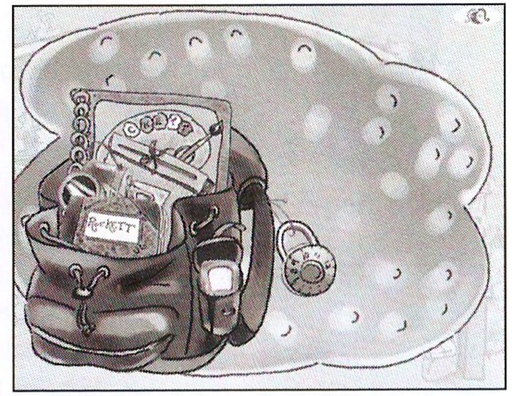
If you play your way through a new adventure without ever backtracking, you may find some secret stuff at the end of the day!

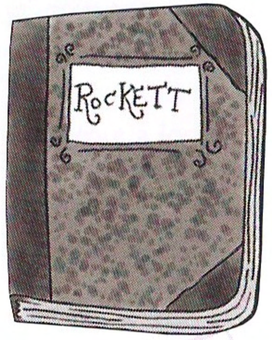
Explore Rockett's Backpack



Rockett's backpack is loaded with her private possessions. To see what she's stashing, click on the small purple backpack at the bottom right corner and off you go to the inner world of Whistling Pines!

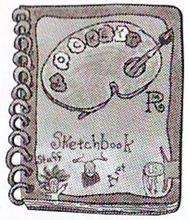
- Click on any item in the backpack to take it out for a closer look.
- Click on the item again to open or use it.
- To turn book pages, just click on either page. (If nothing happens when you click on a page, that means you've reached the end of the available pages.)
- To put the item away, click on the backpack.
- To return to the story, click on Rockett's image in the bottom right corner of the screen.





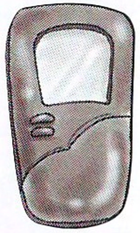
Private Diary

Rockett tells her best friend Meg almost everything! The details of what's been happening to her and how she's feeling about things are all recorded in her private diary. Click on the red notebook to read what's there. Every decision you make adds a new entry, so keep checking!



Sketchbook

Rockett's sketchbook is the place where she doodles, draws, and records her experiences in pictures. Click on the spiral notebook with the artist's palette on it to see what Rockett's been drawing lately.



GMG (Girl Message Getter)

Rockett's a totally up-to-the-minute girl! Her "Girl Message Getter" will tune you in to messages from other kids at school. Click on the GMG in the side pocket of the backpack to see if there are any messages. (You'll hear the message play, plus see who it's from!)

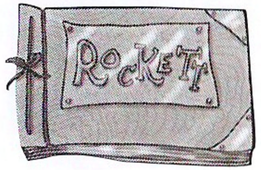


Photo Album

While you're following Rockett on her first day of school, you'll be able to save "snapshots" of certain scenes right into Rockett's photo album. To see the photos you've saved, click the book with the wooden cover. (To learn more about how the camera works, see page 6.)

Camera

The camera in Rockett's backpack is just for fun. Click on it and see what happens!

Uncover the Secrets in Kids' Lockers

When you click on the combination lock hanging from Rockett's backpack, a set of lockers appears. This is your passage to a whole private world full of secrets, surprises and treasures. Plus, things in this secret, behind-the-scenes space will change with every decision you make. Keep exploring until you discover all the hidden connections between the Whistling Pines kids!

Hints on exploring each and every locker:

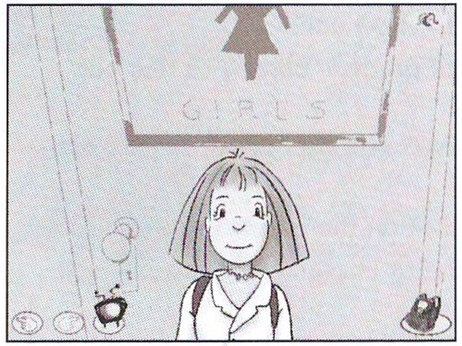
- To get into a locker, click anywhere on the locker door.
- When the locker door opens, you might get to hear some secrets, feelings or personal info from the person the locker belongs to.
- Locker objects function differently at different times. Sometimes you can inspect objects close up and sometimes you can't. Sometimes you'll find hidden secret notes and sometimes the hiding places will be empty. Sometimes something surprising might happen when you click on an object in the locker. And almost every time you open a locker, you'll discover a new clue or piece of info about somebody or something. Click on any object in the locker to see if it has something to show you.
- Be on the lookout for the teachers' private space. Click on their objects to find out more about the grown-ups at Whistling Pines Jr. High!
- To shut a locker, click on any part of the green door that's not decorated, or just click on the closed lockers in the background.
- To put the lockers away and return to the backpack, click on the purple backpack area.
- To pick up your story where you left off, click on Rockett's image at the bottom right corner of the screen.

Steal the Show!

Share your latest version of *Rockett's New School* with your family and friends! At any time during your adventure, or after you've played all the way to the end, you can play back Rockett's day by clicking on the small TV icon at the bottom left of the screen. Your set of choices will play from the beginning as an uninterrupted story complete with dialog and sound effects – and no pauses for decisions. Your audience will get to watch all the way up to your last decision point, so pass the popcorn and let the show begin!

What's Next?

Did you make Rockett's first day at her new school a breeze–or complete double-trouble? If you reach the screen with Rockett in the girls' bathroom, you made it through Rockett's first day at Whistling Pines.



But there's more! Play back Rockett's day and share it with your family and friends by clicking on the TV icon. Or change your mind on how Rockett's day ends by clicking on the hand that's pointing to the left. Or start a new adventure and make another version of Rockett's first day. And when you're ready to find out what happens after Rockett survives her first day, see a preview of Rockett's Tricky Decision, the next episodic Rockett adventure! Just click on the icon called Next-Rockett's Tricky Decision in the *Rockett's New School* folder.

Saving & Selecting Adventures

Click on the Purple Moon icon in the top right corner to get in and out of your adventure. A menu appears that lets you choose one of these options:

- **New Adventure** starts a new adventure from the beginning. You'll have a chance to save the adventure you're playing before you start a new one.
- **Select Adventure** takes you back to playing an adventure you've already saved. Pick your saved adventure from the list and click on OK.
- **Save My Place** saves your present adventure. Just type in a name for your adventure, and click on OK.
- **End** stops the adventure. You'll be able to save your adventure to continue playing it later.

Problems & Fixes

Quick Fix

Problems running the software? First try cleaning your CD. Use a soft, clean, lint-free cloth dipped in water or a CD-cleaning solution. Gently wipe off fingerprints and dust. Do not use a tissue or rough material, as it may scratch the CD.

Check System Requirements and Installation

Be sure your computer system meets the minimum requirements and that you've installed the software correctly. See pages 2-4 for details.

Check the ReadMe File

For more tips and troubleshooting information on running *Rockett's New School*, browse the ReadMe file. In the **Windows 95** Start menu, select Programs, select Purple Moon, and select *Rockett's New School*. Then click on the ReadMe icon. In **Windows 3.1**, open the File menu of the Program Manager, choose Run, type **D:\readme.txt** (or replace **D** with the letter for your CD-ROM drive) and press Enter. On the **Macintosh,** double-click on the ReadMe icon in the *Rockett's New School* CD window.

Customer Support

If you need help, start with the Problems & Fixes section above and the ReadMe file on the CD. If you still need help, call our Technical Support Department at **1-650-526-5096**, Monday–Friday from 8 am to 5 pm Pacific Standard Time. You can also visit our web site at **www.purple-moon.com** or e-mail us at **ts@purple-moon.com.**

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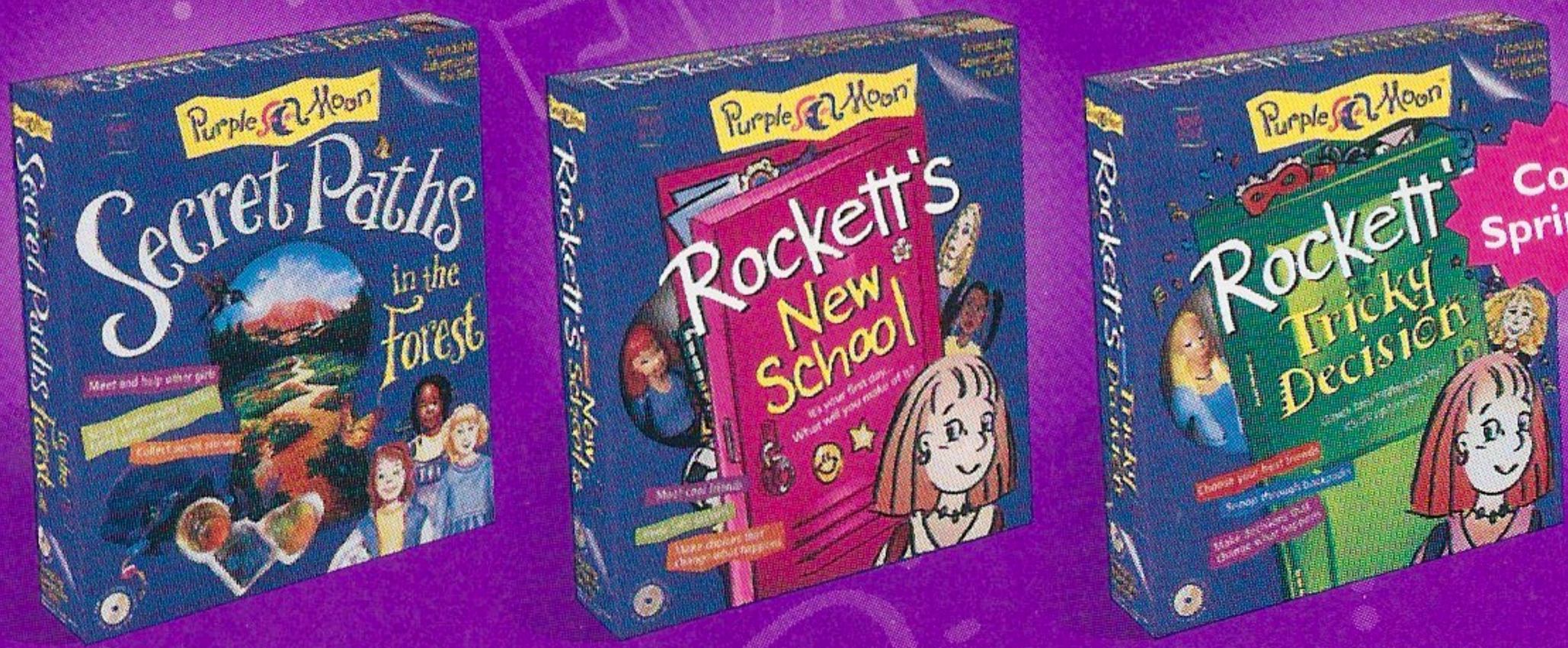

Meet more friends
when you play other
Rockett and **Secret Paths**
Friendship Adventures.™

FRIENDSHIP ADVENTURES FOR GIRLS™

Deep friendships. Love of nature. The confidence to be cool. The courage to dream. It's what girls are all about. And it's what girls share when they discover Purple Moon Adventures. Which is why Purple Moon is just for girls.

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